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21 [AlphaSort: a RISC machine sort](#)



Chris Nyberg, Tom Barclay, Zarka Cvetanovic, Jim Gray, Dave Lomet
May 1994

ACM SIGMOD Record , Proceedings of the 1994 ACM SIGMOD international conference on Management of data SIGMOD '94, Volume 23 Issue 2

Publisher: ACM Press

Full text available: pdf(1.17 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A new sort algorithm, called AlphaSort, demonstrates that commodity processors and disks can handle commercial batch workloads. Using Alpha AXP processors, commodity memory, and arrays of SCSI disks, AlphaSort runs the industry-standard sort benchmark in seven seconds. This beats the best published record on a 32-cpu 32-disk Hypercube by 8:1. On another benchmark, AlphaSort sorted more than a gigabyte in a minute. AlphaSort is a cache-sensitive memory-intensive sort algorithm. It ...

22 [Effective clustering of complex objects in object-oriented databases](#)



Jia-Bing R. Cheng, A. R. Hurson
April 1991

ACM SIGMOD Record , Proceedings of the 1991 ACM SIGMOD international conference on Management of data SIGMOD '91, Volume 20 Issue 2

Publisher: ACM Press

Full text available: pdf(1.08 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

23 [Challenges: Challenges:: environmental design for pervasive computing systems](#)



Ravi Jain, John Wullert

September 2002 **Proceedings of the 8th annual international conference on Mobile computing and networking**

Publisher: ACM Press

Full text available: pdf(212.37 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We argue that pervasive computing offers not only tremendous opportunities and exciting research challenges but also possible negative environmental impacts, particularly in terms of physical waste and energy consumption. These environmental impacts will come under increasing government and consumer scrutiny, and like other disciplines (e.g. architecture, transportation), pervasive computing will have to adapt accordingly. Further, we argue that software-related issues will play an increasing ro ...

Keywords: environmental impacts, green computing, pervasive computing

24 [Loading databases using dataflow parallelism](#)



Tom Barclay, Robert Barnes, Jim Gray, Prakash Sundaresan
December 1994

ACM SIGMOD Record , Volume 23 Issue 4

Publisher: ACM Press

Full text available: pdf(1.49 MB)

Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This paper describes a parallel database load prototype for Digital's Rdb database product. The prototype takes a dataflow approach to database parallelism. It includes an *explorer* that discovers and records the cluster configuration in a database, a *client* CUI interface that gathers the load job description from the user and from the Rdb catalogs, and an *optimizer* that picks the best parallel execution plan and records it in a web data structure. The web describes th ...

25 Evolution of Data-Base Management Systems



James P. Fry, Edgar H. Sibley

March 1976 **ACM Computing Surveys (CSUR)**, Volume 8 Issue 1

Publisher: ACM Press

Full text available: pdf(2.63 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



26 Report on the fourth ACM SIGOPS European workshop fault tolerance support in distributed systems



Özalp Babaoğlu

January 1991 **ACM SIGOPS Operating Systems Review**, Volume 25 Issue 1

Publisher: ACM Press

Full text available: pdf(1.76 MB)

Additional Information: [full citation](#), [index terms](#)



27 High dynamic range imaging



Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.22 MB)

Additional Information: [full citation](#), [abstract](#)



Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

28 Research session: query optimization #1: Efficiently processing queries on interval-and-value tuples in relational databases

Jost Enderle, Nicole Schneider, Thomas Seidl

August 2005 **Proceedings of the 31st international conference on Very large data bases VLDB '05**

Publisher: VLDB Endowment

Full text available: pdf(350.97 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



With the increasing occurrence of temporal and spatial data in present-day database applications, the interval data type is adopted by more and more database systems. For an efficient support of queries that contain selections on interval attributes as well as simple-valued attributes (e.g. numbers, strings) at the same time, special index structures are required supporting both types of predicates in combination. Based on the Relational Interval Tree, we present various indexing schemes that su ...

29 Pen computing: a technology overview and a vision



André Meyer

July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Publisher: ACM Press

Full text available: pdf(5.14 MB)

Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)



This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...

30 Issues in the design and use of a distributed file system



H. Sturgis, J. Mitchell, J. Israel

July 1980 **ACM SIGOPS Operating Systems Review**, Volume 14 Issue 3

Publisher: ACM Press

Full text available: pdf(971.31 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)



This paper discusses an independent file facility, one that is *not* embedded in an operating system. The *distributed file system* (DFS) is so named because it is implemented on a cooperating set of *server* computers connected by a communications, network, which together create the illusion of a single, logical system for the creation, deletion, and random accessing of data. Access to the DFS can only be accomplished over the network; a computer (or, more precisely, a program ru ...

31 Session summaries from the 17th symposium on operating systems principle (SOSP'99)

Jay Lepreau, Eric Eide

April 2000 **ACM SIGOPS Operating Systems Review**, Volume 34 Issue 2





Publisher: ACM Press

Full text available: pdf(3.15 MB)

Additional Information: [full citation](#), [index terms](#)

32 Visual communication: An invitation to discuss computer depiction



Frédo Durand

June 2002

Proceedings of the 2nd international symposium on Non-photorealistic animation and rendering

Publisher: ACM Press

Full text available: pdf(401.53 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper draws from art history and perception to place computer depiction in the broader context of picture production. It highlights the often underestimated complexity of the interactions between features in the picture and features of the represented scene. Depiction is not always a unidirectional projection from a 3D scene to a 2D picture, but involves much feedback and influence from the picture space to the object space. Depiction can be seen as a pre-existing 3D reality projected onto ...

Keywords: computer depiction, interaction, non-photorealistic rendering, perception, visual arts

33 Sensornet services: TSAR: a two tier sensor storage architecture using interval skip graphs



Peter Desnoyers, Deepak Ganesan, Prashant Shenoy

November 2005

Proceedings of the 3rd international conference on Embedded networked sensor systems SenSys '05

Publisher: ACM Press

Full text available: pdf(444.47 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Archival storage of sensor data is necessary for applications that query, mine, and analyze such data for interesting features and trends. We argue that existing storage systems are designed primarily for flat hierarchies of homogeneous sensor nodes and do not fully exploit the multi-tier nature of emerging sensor networks, where an application can comprise tens of tethered proxies, each managing tens to hundreds of untethered sensors. We present *TSAR*, a fundamentally different storage architecture ...

Keywords: archival storage, indexing methods, wireless sensor networks

34 Energy efficiency: Latency of wireless sensor networks with uncoordinated power saving mechanisms



Olivier Dousse, Petteri Mannersalo, Patrick Thiran

May 2004

Proceedings of the 5th ACM international symposium on Mobile ad hoc networking and computing

Publisher: ACM Press

Full text available: pdf(351.88 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We consider a wireless sensor network, where nodes switch between an active (on) and a sleeping (off) mode, to save energy. The basic assumptions are that the on/off schedules are completely uncoordinated and that the sensors are distributed according to a Poisson process and their connectivity ranges are larger or equal to their sensing ranges. Moreover, the durations of active and sleeping periods are such that the number of active nodes at any particular time is so low that the network is always ...

Keywords: continuum percolation, first passage percolation, sensor networks

35 Gross motion planning—a survey



Yong K. Hwang, Narendra Ahuja

September 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 3

Publisher: ACM Press

Full text available: pdf(6.40 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Motion planning is one of the most important areas of robotics research. The complexity of the motion-planning problem has hindered the development of practical algorithms. This paper surveys the work on gross-motion planning, including motion planners for point robots, rigid robots, and manipulators in stationary, time-varying, constrained, and movable-object environments. The general issues in motion planning are explained. Recent approaches and their performances are briefly described, a ...

Keywords: collision detection, computational geometry, implementation, motion planning, obstacle avoidance, path planning, spatial representation

36

A kernel-based learning approach to ad hoc sensor network localization



Xuanlong Nguyen, Michael I. Jordan, Bruno Sinopoli
August 2005 **ACM Transactions on Sensor Networks (TOSN)**, Volume 1 Issue 1

Publisher: ACM Press

Full text available: pdf(743.41 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We show that the coarse-grained and fine-grained localization problems for ad hoc sensor networks can be posed and solved as a pattern recognition problem using kernel methods from statistical learning theory. This stems from an observation that the kernel function, which is a similarity measure critical to the effectiveness of a kernel-based learning algorithm, can be naturally defined in terms of the matrix of signal strengths received by the sensors. Thus we work in the natural coordinate sys ...

Keywords: Ad hoc wireless sensor networks, kernel methods, localization, position estimation, statistical machine learning



37 Spatial management of information



William C. Donelson
August 1978 **ACM SIGGRAPH Computer Graphics , Proceedings of the 5th annual conference on Computer graphics and interactive techniques SIGGRAPH '78**, Volume 12 Issue 3

Publisher: ACM Press

Full text available: pdf(1.41 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Methods of spatially managing data are currently under study at the Architecture Machine Group. Management concepts are drawn from everyday examples of paper and document handling. However, the work elaborates data types to include: animation, movies, and sound-sync computer graphics. Beyond the application of management information systems, the paper portrays a sophisticated surround of keyboardless, interactive, and large scale graphics. Computer graphics, image processing, and ...

Keywords: Man-machine interfaces, Management information systems, Multimedia databases, Raster scan computer graphics, Spatial data management



38 Special issue: dasCMP'05: The RASE (Rapid, Accurate Simulation Environment) for chip multiprocessors



John D. Davis, Cong Fu, James Laudon
November 2005 **ACM SIGARCH Computer Architecture News**, Volume 33 Issue 4

Publisher: ACM Press

Full text available: pdf(210.01 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

We present RASE, a full system high performance simulation methodology for simulating complex server applications and server class chip multiprocessors enabled with fine-grain multithreading (CMTs). RASE combines application knowledge, operating system information, and data access patterns with an instruction stream from a highly-tuned, scalable steady-state benchmark [5] [22] to generate multiple representative instruction streams that can be mapped to a variety of CMT configurations. We use ex ...



39 Practitioners report: The parks PDA: a handheld device for theme park guests in squeak



Yoshiki Ohshima, John Maloney, Andy Ogden
October 2003 **Companion of the 18th annual ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**

Publisher: ACM Press

Full text available: pdf(488.82 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The Parks PDA is a lightweight, handheld device for theme park guests that functions as a combination guidebook, map, and digital camera. Together with a small team of artists and designers, we created a prototype Parks PDA and content for a three hour guest experience, including a camera interface, a hyper-linked guide book, three games, an animal spotters guide, a cross-referenced map, animated movies with lip-synched sound, a ride reservation system, and more. Over 800 visitors to Disney's An ...

Keywords: PDA, development environment, end-user software, handheld device, multimedia data management, rapid software development



40 Numerical simulation and immersive visualization of hairpin vortices



H. M. Tufo, P. F. Fischer, M. E. Papka, K. Blom
January 1999 **Proceedings of the 1999 ACM/IEEE conference on Supercomputing (CDROM)**

Publisher: ACM Press

Full text available: pdf(1.65 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



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» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

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» Key

IEEE JNL IEEE Journal or Magazine
IEE JNL IEE Journal or Magazine
IEEE CNF IEEE Conference Proceeding
IEE CNF IEE Conference Proceeding
IEEE STD IEEE Standard

- ☐ 1. **A space-efficient flash translation layer for CompactFlash systems**
Jesung Kim; Jong Min Kim; Noh, S.H.; Sang Lyul Min; Yookun Cho;
[Consumer Electronics, IEEE Transactions on](#)
Volume 48, Issue 2, May 2002 Page(s):366 - 375
Digital Object Identifier 10.1109/TCE.2002.1010143
[AbstractPlus](#) | Full Text: [PDF](#)(1562 KB) IEEE JNL
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IEEE CNF	IEEE Conference Proceeding
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IEEE STD	IEEE Standard

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[Software - Science, Technology and Engineering, 2005. Proceedings. IEEE International Conference on](#)
22-23 Feb. 2005 Page(s):83 - 92
Digital Object Identifier 10.1109/SWSTE.2005.14
[AbstractPlus](#) | Full Text: [PDF](#)(152 KB) IEEE CNF
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Burt, B.;
[Digital Avionics Systems Conferences, 2000. Proceedings. DASC. The 19th](#)
Volume 1, 7-13 Oct. 2000 Page(s):4A2/1 - 4A2/8 vol.1
Digital Object Identifier 10.1109/DASC.2000.886945
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- ☐ 3. **Study of an efficient simulation method**
Chang, Y.-R.;
[Computers and Digital Techniques, IEE Proceedings-](#)
Volume 146, Issue 5, Sept. 1999 Page(s):253 - 258
Digital Object Identifier 10.1049/ip-cdt:19990635
[AbstractPlus](#) | Full Text: [PDF](#)(428 KB) IEE JNL
- ☐ 4. **Memory-a RAM link for high speed**
Gjessing, S.; Gustavson, D.B.; James, D.V.; Stone, G.; Wiggers, H.;
[Spectrum, IEEE](#)
Volume 29, Issue 10, Oct. 1992 Page(s):52 - 53
Digital Object Identifier 10.1109/6.158638
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